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1 Multiresolution curves

93%



Adam Finkelstein , David H. Salesin

Proceedings of the 21st annual conference on Computer graphics and interactive techniques July 1994

We describe a multiresolution curve representation, based on wavelets, that conveniently supports a variety of operations: smoothing a curve; editing the overall form of a curve while preserving its details; and approximating a curve within any given error tolerance for scan conversion. We present methods to support continuous levels of smoothing as well as direct manipulation of an arbitrary portion of the curve; the control points, as well as the discrete nature of the underlying hierarchy ...

2 Session 4: video processing and transformation: Painting with looks:

89%



photographic images from video using quantimetric processing

Steve Mann , Corey Manders , James Fung

Proceedings of the tenth ACM international conference on Multimedia December 2002

When we ask the fundamental question "What does a camera measure?", we arrive at the concept of quantimetric imaging, which uses a new quantimetric unit, q , characteristic of a particular camera (e.g. each kind of camera defines its own quantimetric unit q based on its spectral response, etc.). Fluctuations in interframe exposures, along a sequence of images, give rise to a *comparametric* relationship between successive pairs of images. This allows us to estimate the response ...

3 Multiresolution signal processing for meshes

87%



Igor Guskov , Wim Sweldens , Peter Schröder

Proceedings of the 26th annual conference on Computer graphics and interactive techniques July 1999



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1

2



- 1** Session P12: approximation and compression: Smooth approximation and rendering of large scattered data sets 89%
 Jörg Haber , Frank Zeilfelder , Oleg Davydov , Hans Peter Seidel
Proceedings of the conference on Visualization '01 October 2001
 We present an efficient method to automatically compute a smooth approximation of large functional scattered data sets given over arbitrarily shaped planar domains. Our approach is based on the construction of a C^1 -continuous bivariate cubic spline and our method offers optimal approximation order. Both local variation and nonuniform distribution of the data are taken into account by using local polynomial least squares approximations of varying degree. Since we only need to so ...
- 2** Multiresolution analysis for surfaces of arbitrary topological type 84%
 Michael Lounsbery , Tony D. DeRose , Joe Warren
ACM Transactions on Graphics (TOG) January 1997
 Volume 16 Issue 1
 Multiresolution analysis and wavelets provide useful and efficient tools for representing functions at multiple levels of detail. Wavelet representations have been used in a broad range of applications, including image compression, physical simulation, and numerical analysis. In this article, we present a new class of wavelets, based on subdivision surfaces, that radically extends the class of representable functions. Whereas previous two-dimensional methods were restricted to functions dif ...
- 3** Automatic Curve Fitting Using an Adaptive Local Algorithm 82%
 Won L. Chung
ACM Transactions on Mathematical Software (TOMS) March 1980
 Volume 6 Issue 1